

FIG. 1

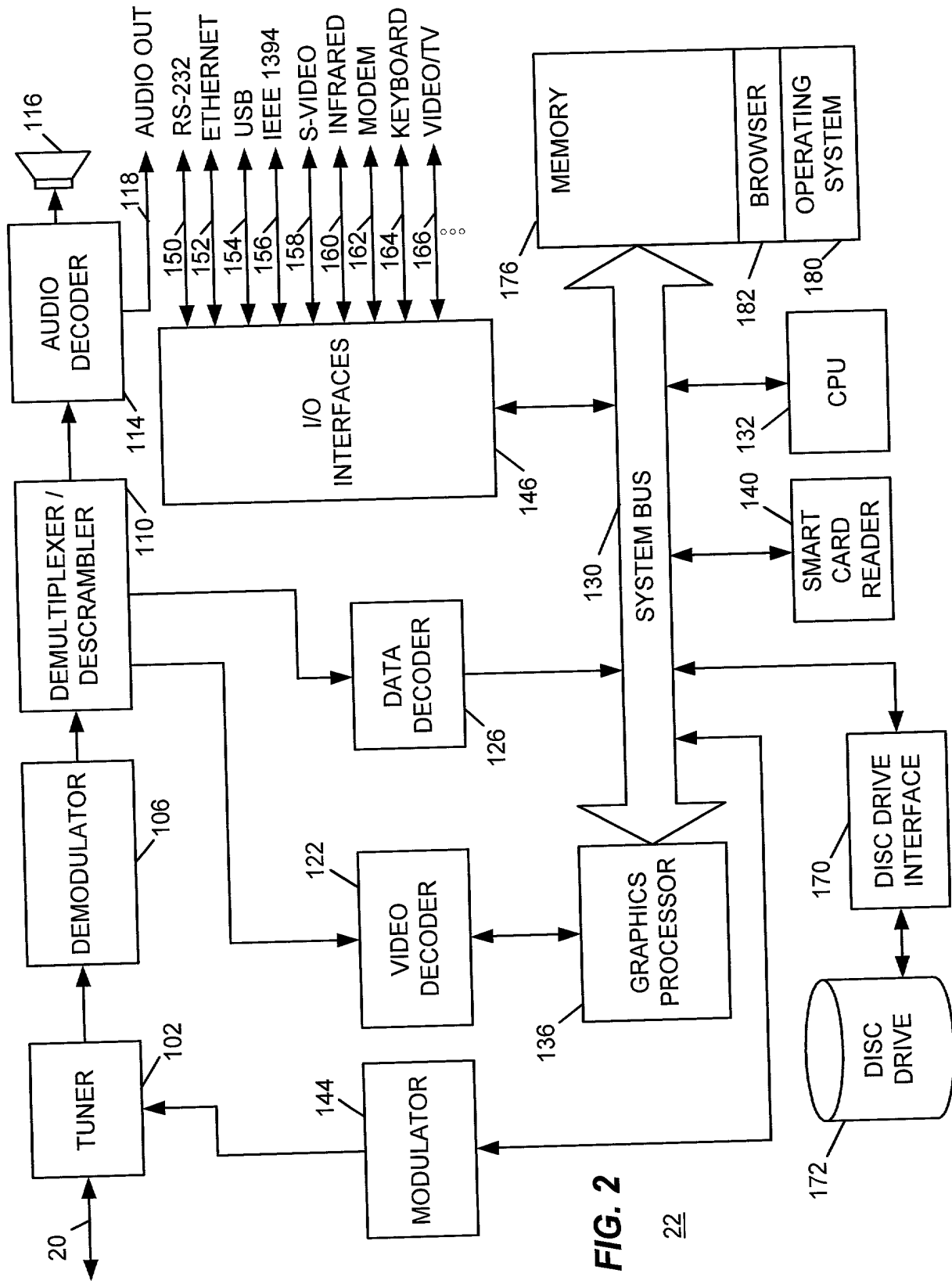


FIG. 2

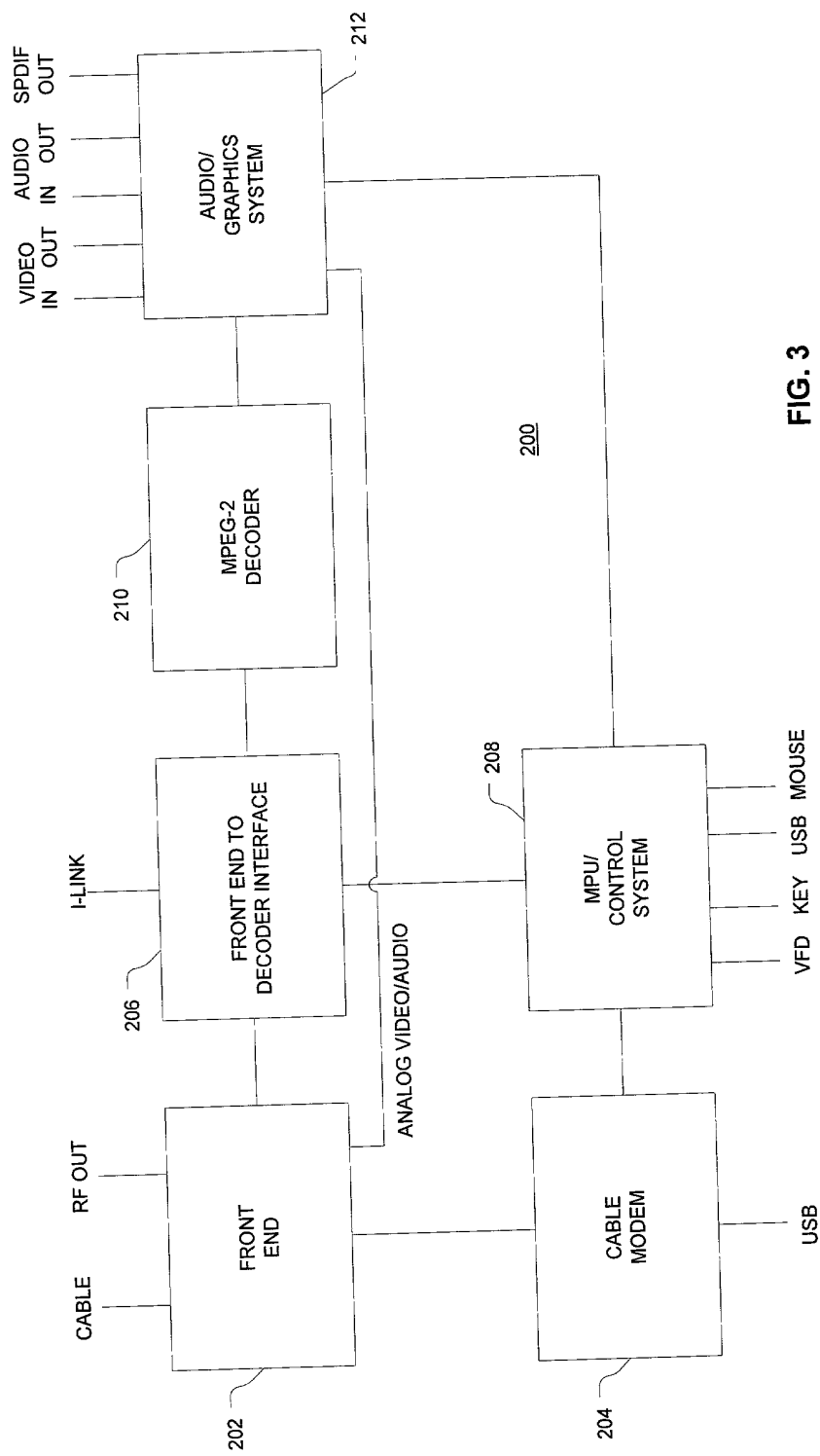


FIG. 3

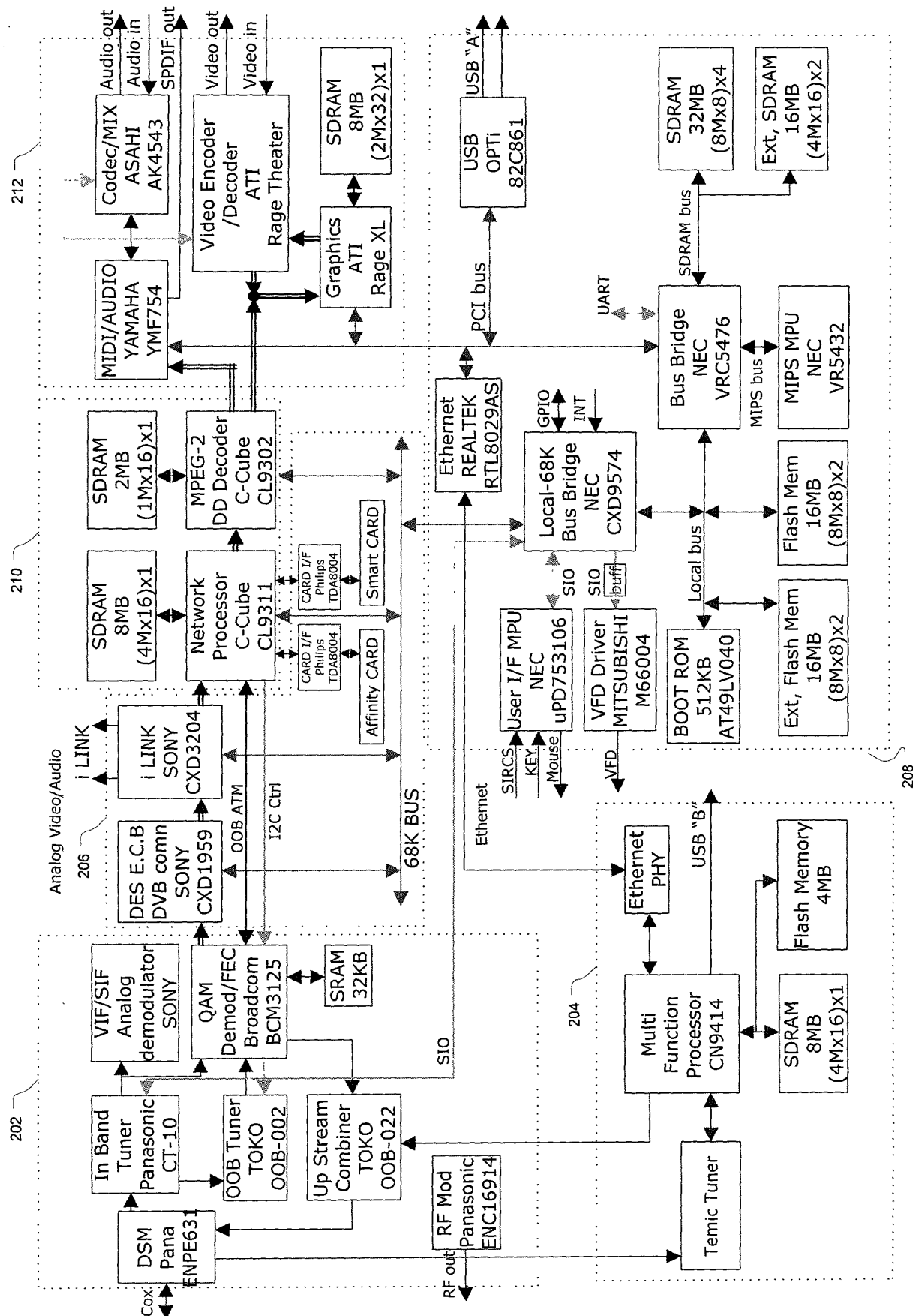


FIG. 4

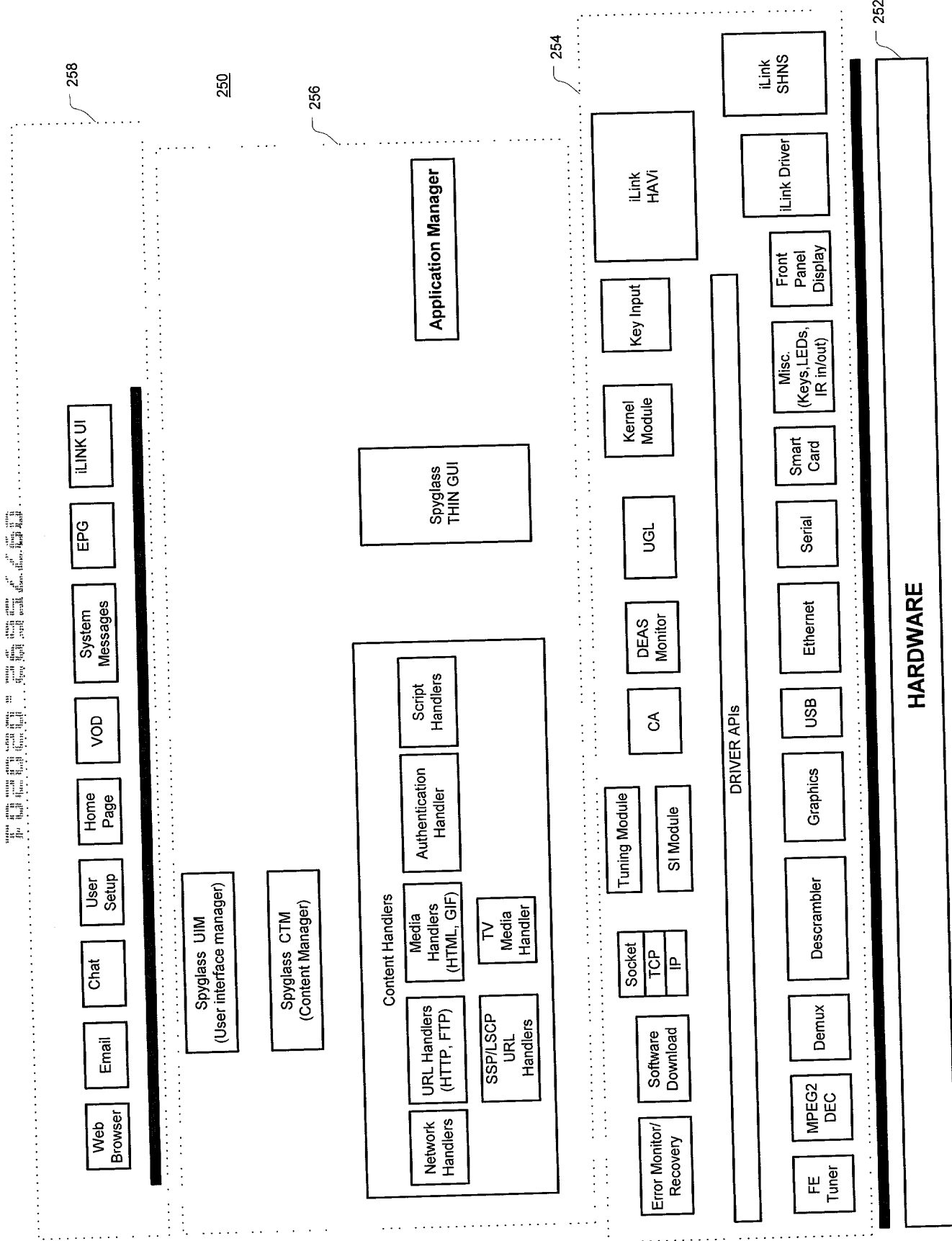


FIG. 5

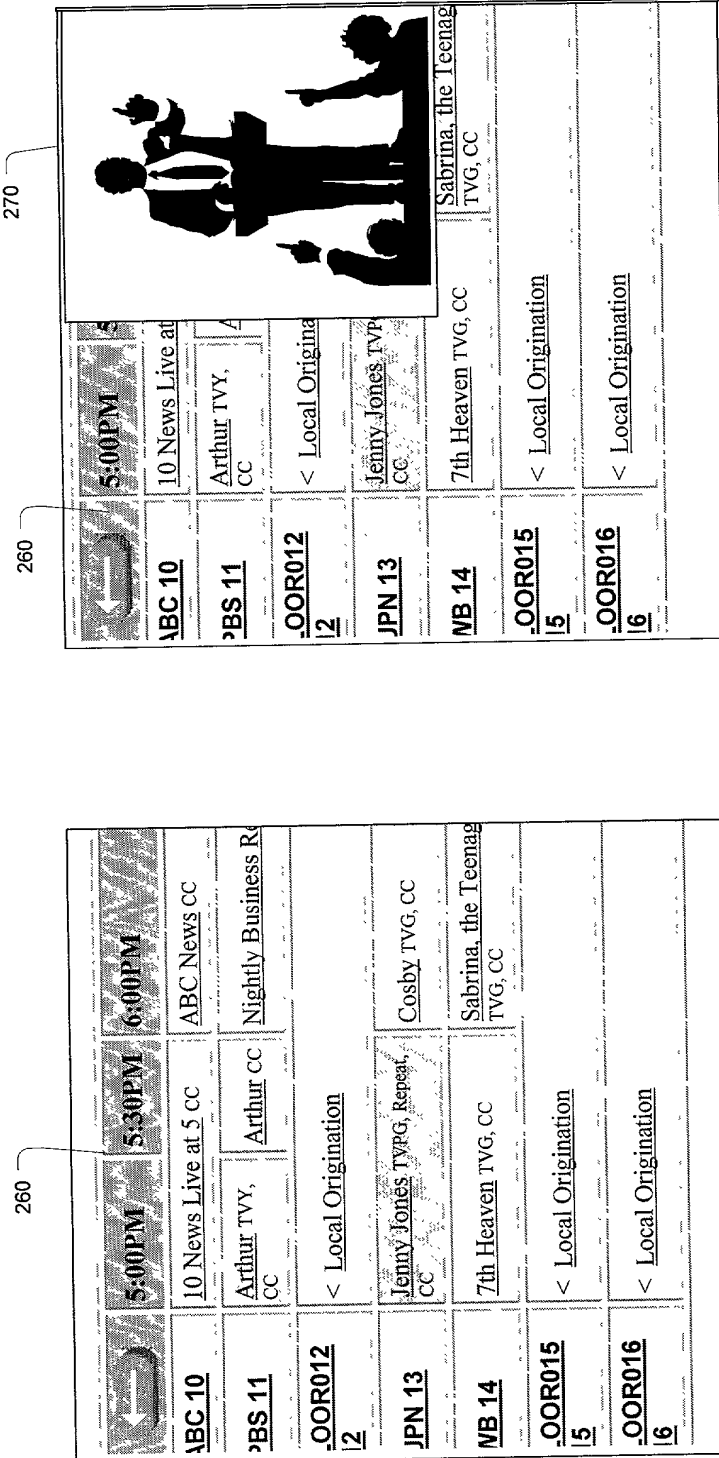


FIG. 6A

FIG. 6B

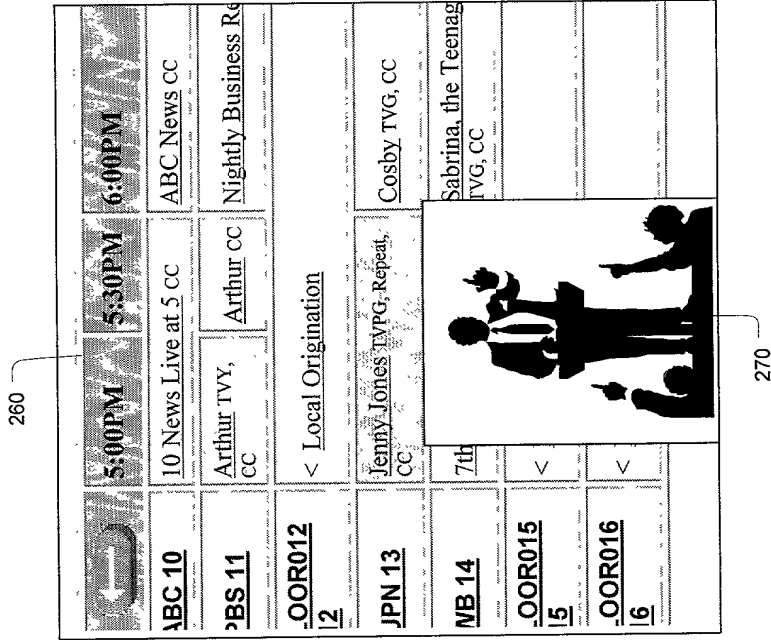


FIG. 6C

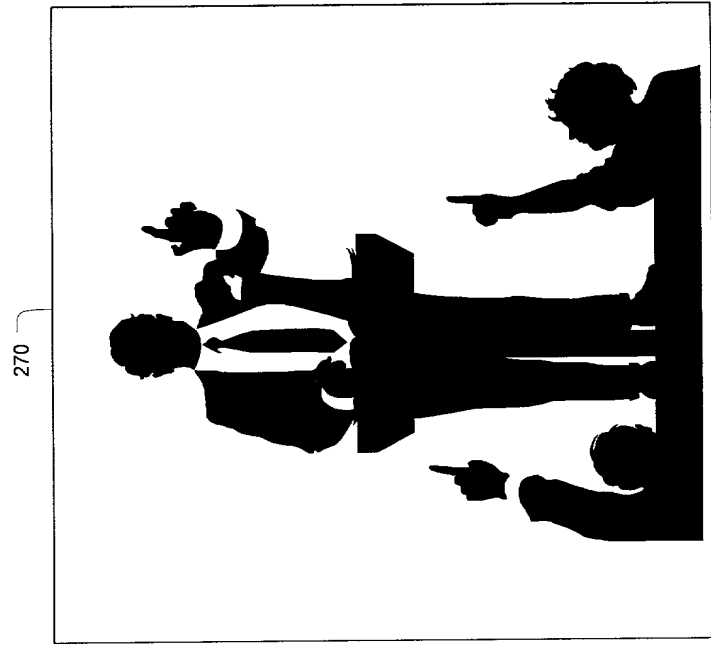


FIG. 6D

FIG. 7 is a block diagram of a TV system 300. The TV system 300 includes a TV state machine 310, a content handler APIs 302, an event decoder 304, an SPD decoder 306, and platform APIs 320. The TV state machine 310 includes private data structures 312, state machine 314, APIs 316, and action routines 318. The platform APIs 320 include TV control 322, OSD 324, front panel display 326, timer utility 328, and video scaling 332.

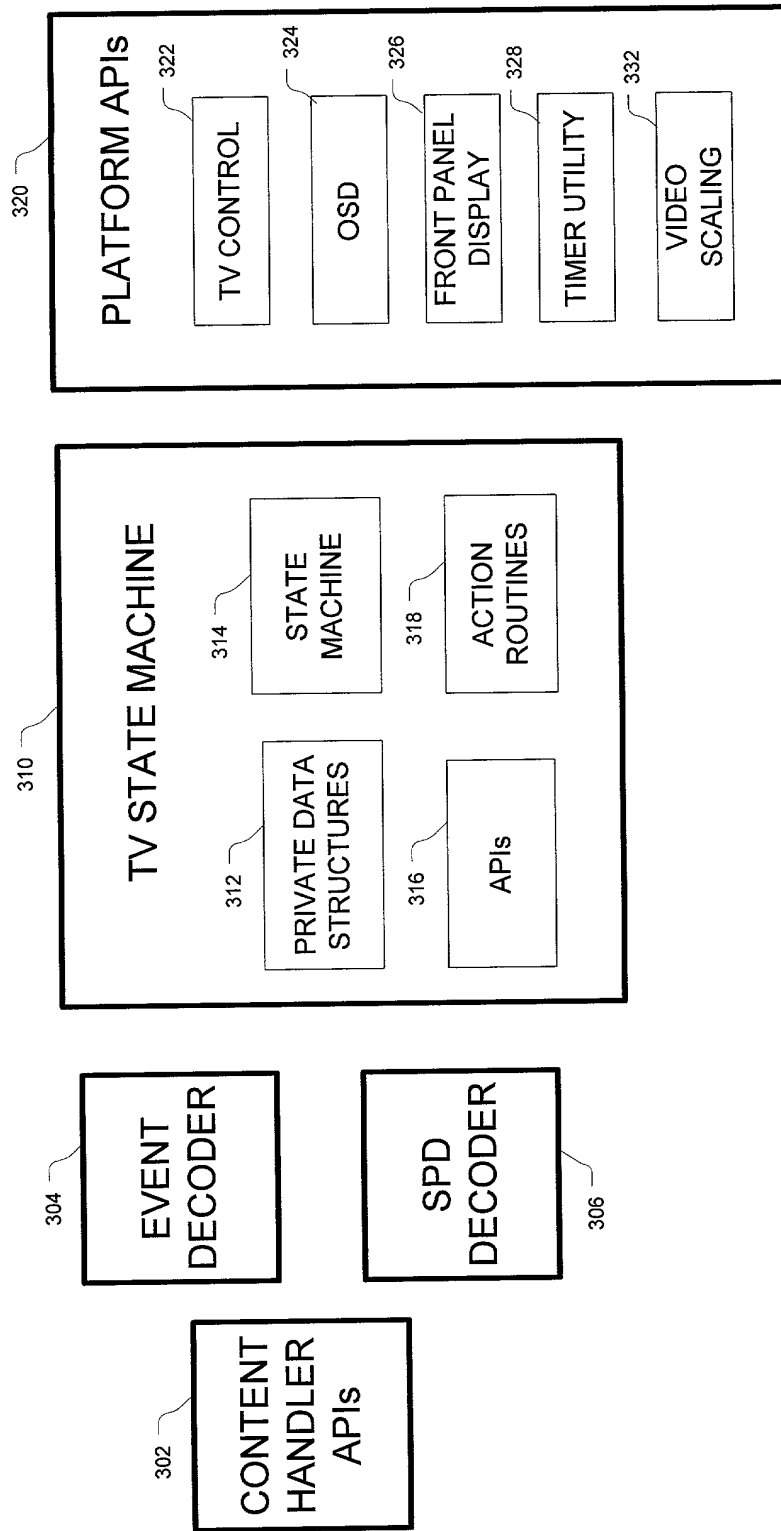


FIG. 7

FIG. 8 is a flowchart illustrating a process for activating a TV media handler plugin. The process starts at a START node, leading to a decision diamond 402 labeled "VIDEO MEDIA DETECTED?". If the answer is "YES", the process proceeds to a rectangular block 404 labeled "ACTIVATE TV MEDIA HANDLER PLUGIN". If the answer is "NO", the process loops back to the decision diamond 402. The entire process is labeled 400.

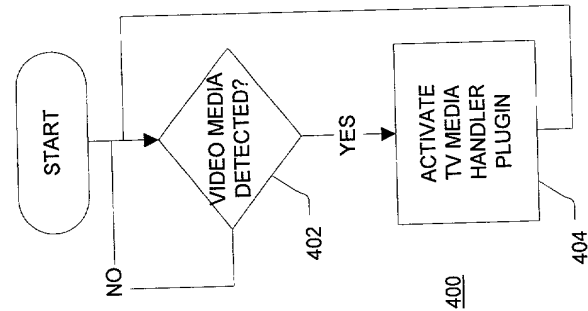


FIG. 8

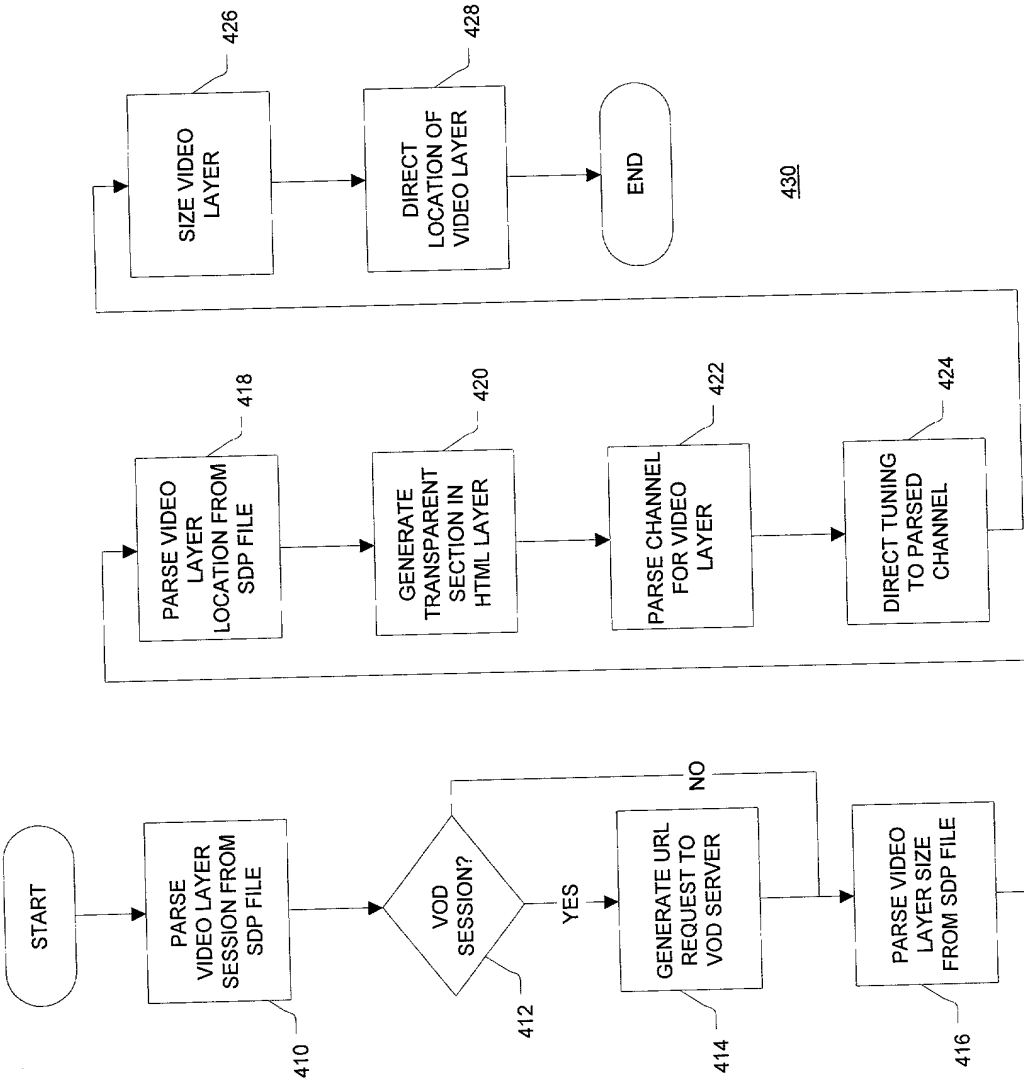


FIG. 9